STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

14

THE B-WING STARFIGHTER

The Rebel Alliance's advanced attack craft

Life in Coruscant

Ewok encounter

DeAGOSTINI

LUCAS BOOKS

CONTENTS

2 Legendary Craft
The B-wing starfighter

4 Action Stations
A hard-hitting fighter!

6 Welcome On Board
Nien Nunb: A Sullstan hero

10 Starship & Vehicle Directory
Dreadnaught-class heavy cruiser

12 In Command
The B-wing starfighter

18 Droids, Aliens & Creatures
Wicket W. Warrick: Loyal and adventurous young Ewok

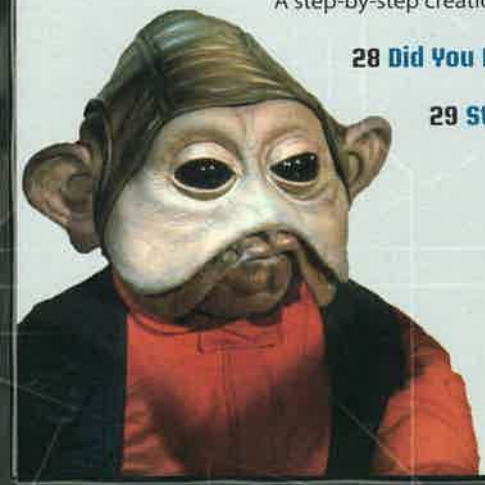
20 In A Galaxy Far, Far Away
Coruscant: Heart of the galaxy

24 A Revolution In Film
Dennis Muren: A true pioneer

26 Movie Magic
A step-by-step creation of the B-wing

28 Did You Know?

29 Star Wars A–Z



NEXT ISSUE:
TIE interceptor

IT'S EASY TO CONTINUE YOUR COLLECTION

Ask your newsagent to reserve future issues for you to collect on a fortnightly basis.

Receive your issues by post. Ring the Order Line for more information:

UK and Ireland: 0845 1489 251
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

VISIT THE DEAGOSTINI WEBSITE AT:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Missed an issue?
Ring Customer Services
UK and Ireland: 0845 1489 250
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

NOT SUITABLE FOR CHILDREN UNDER THE AGE OF 14

THIS PRODUCT IS NOT A TOY AND IS NOT DESIGNED OR INTENDED FOR USE IN PLAY

Packaged by Continuo Creative
39-41 North Road,
London N7 9DP

ISBN: 0 7489 3364 6
N14 09 03 25

© 2009 Lucasfilm Ltd & ™. All rights reserved

© 2009 De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD

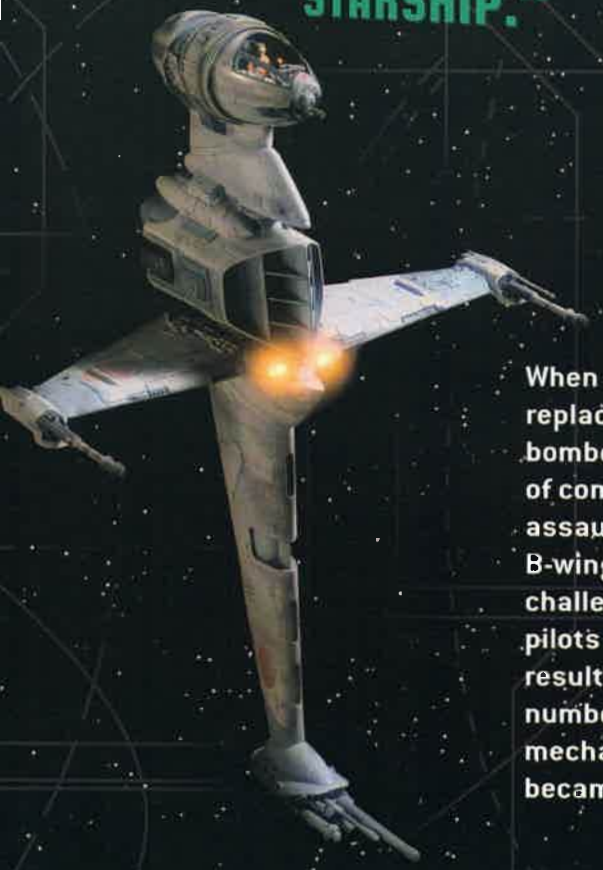
© 2006 Editions Atlas

Printed in the EU

STAR WARS

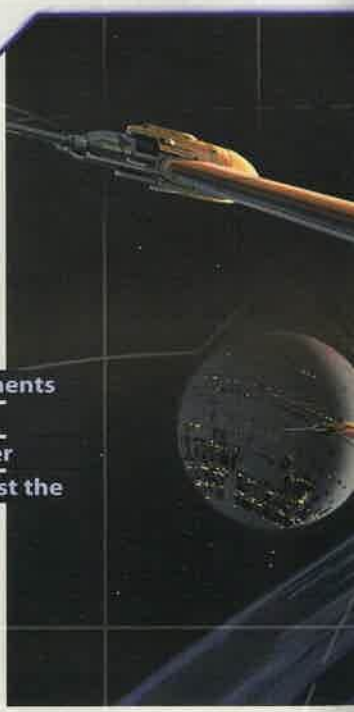
"YOU'RE AMONG THE BEST PILOTS IN THE GALAXY. YOU'LL HAVE TO BE IF YOU WANT TO CONTROL THIS STARSHIP."

ADMIRAL ACKBAR



When the Rebel Alliance looked to replace its ageing Y-wing fighter-bombers, they took the unusual step of commissioning an entirely new assault starfighter. The B-wing was not without its challenges, and only the very best pilots were chosen to fly it. As a result, despite comparatively small numbers and a tendency toward mechanical faults, the B-wing became a force to be reckoned with.

THE LEGEND
OF THE B-WING STARFIGHTER



The Battle of Yavin and subsequent engagements caused increasing consternation in the ranks of Imperial Naval strategists. Rebel starfighter squadrons were running rings around the best the Empire could deploy.

Even during the blockade of the Yavin system ordered by Darth Vader, Alliance starfighters seemed to roam at will. Elsewhere, the Imperial Fleet was suffering embarrassing losses in raids on convoys. To combat this, the Empire began to use capital ships such as the EF76 Nebulon-B escort frigate to provide fighter cover and anti-starfighter gunnery.

The Rebels, who had been using the Y-wing fighter-bomber to hit capital ships, in turn began to suffer significant losses. As the Alliance couldn't match the Empire for capital ships, the high command took the unusual step of commissioning an entirely new assault starfighter. A Mon Calamari tactician, Commander Ackbar, was put in charge of the top-secret operation, dubbed Project Shantipole. The project was based in the Roche asteroid field – home to the brilliant Verpine shipwrights Slayn & Korpil.

Teething Problems

Though the Shantipole Project was a success, resulting in Commander Ackbar being promoted to Admiral, the development process was not a smooth one, as the Imperial regional commander, Bane Nothos, uncovered the development. However, he allowed it to continue, his plan being to capture the completed fighters as well as the development team and any high-ranking Rebels present. Unfortunately for Nothos, the first small squadron of B-wings proved to be too tough for him, and his ambush was destroyed.

After this initial success, the challenges inherent in the B-wing began to cause problems. Its spaceframe was easily stressed, and its armour was comparatively light for such a heavily armed, slow, and not very agile craft. The unique way that the body of the ship rotated

around the cockpit meant that the pilot needed to take on an almost entirely different mindset from that needed when flying a normal starfighter. Partly because of this but also due to a tendency for the cockpit rotation hardware to jam, many B-wing pilots locked the cockpit in one place for flight.

Overcoming Adversity

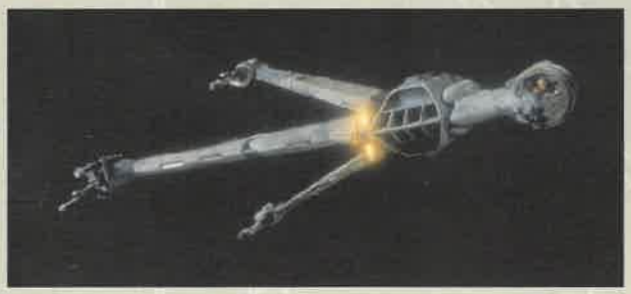
As a result of the problems, only a few B-wings were in service by the Battle of Endor. However, they still made a difference, even bringing down an Imperial II Star Destroyer. After the second Death Star was destroyed, the modular nature of the B-wings' weapons hard points meant they could quickly be refitted with fire-fighting equipment to deal with the conflagrations sparked in Endor's forests by pieces of the Death Star that did not burn up in the atmosphere.

After Endor, Admiral Ackbar oversaw the redevelopment of the B-wing – the B-wing/E, or B-wing Expanded. This tougher and faster (though even less agile) fighter elongated the cockpit to allow for a gunner. By allowing the pilot just to fly the complex craft while someone else took control of the weapons, the B-wings' kill ratio soared. An already deadly ship became a legend. The B-wing/E was developed into two versions – a pure fighter and a military shuttle. Admiral Ackbar himself used one of the latter – proof of his confidence in his own project.

ON THE ATTACK!

HARD-HITTING FIGHTER!

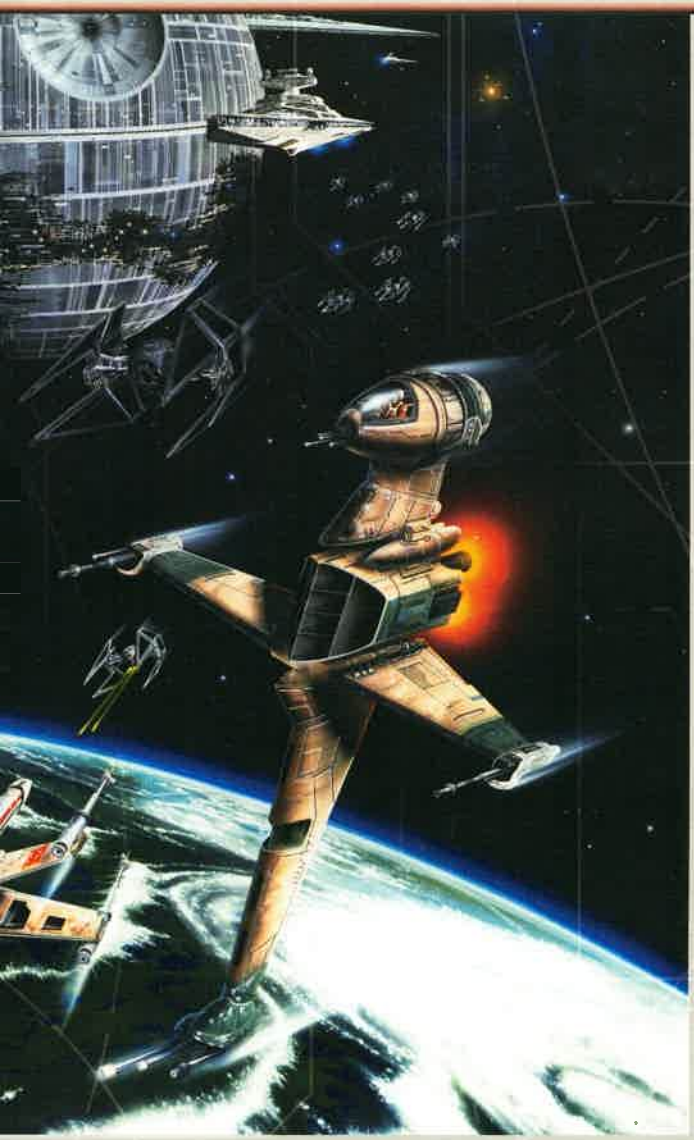
The B-wing fighter was one of the most heavily armed fighters ever flown. After the Battle of Endor, B-wings flew in many great Alliance and New Republic victories. A flight of B-wings even destroyed the former citadel of Darth Vader on Coruscant!



Though vaguely similar to, and using elements from, other earlier craft – including Slayn & Korpil's own V-19 Torrent starfighter – the B-wing was a unique ship. This was something that was both to its advantage and, due to its weaknesses, its disadvantage. Still, with an expert pilot flying it, the B-wing was a hugely potent force.

Punching Above Its Weight

The original standard weaponry mounted on a B-wing featured three ArMek SW-7a light ion cannon, a Gyrhil R-9X heavy laser cannon, Gyrhil 72 twin auto-blasters and two Krupx MG9 proton torpedo launchers. The auto-blasters were quickly replaced by additional laser cannon, much as the original four Slayn & Korpil JZ-5 fusial thrust engines were often replaced by a Quadex Kyromaster engine. The B-wing was also heavily shielded, thanks to its Sirplex Zr-41 shield gnerator.



"Proceed with the countdown. All groups assume attack coordinates."

Admiral Ackbar

Ten Nunb

One of the best known B-wing pilots was the Sullustan, Ten Nunb. He flew Blue Five at the Battle of Endor, heroically launching an assault on the Super Star Destroyer *Executor* to draw TIE fighters away from the *Millennium Falcon* and the Rebel starfighters that were to attack the Death Star itself. As a result of this, and his very successful fire-fighting on Endor itself, Ten Nunb was promoted to Blue Leader. He worked with Luke Skywalker, Wedge Antilles and the rest of Rogue Squadron during an operation on Corellia during which he was captured and tortured by the sadistic Imperial General Weir. Abandoned by Weir, Nunb tragically died of his injuries before Rogue Squadron found him.

NIEN NUNB

A SULLUSTAN HERO

A folk hero to the Sullustan people, Nien Nunb has had a remarkable life. From running transports for the SoroSuub Corporation, to a bandit lifestyle fighting both SoroSuub and the Empire, he went on to become a Rebel Alliance hero and bearer of the Kalidor Crescent for the destruction of the second Death Star.

Despite being one of the worlds of the distant Outer Rim of the galaxy, the subterranean people of the volcanic world of Sullust have always been an integral part of galactic events. For example, Jedi records hint that Sullustan technicians and scientists were vital to the creation and evolution of the lightsaber. Certainly, more than five thousand years before the Battle of Yavin, Sullustan traders were already a common sight, and their explorers blazed new hyperspace routes across the galaxy.

The Sullustans' technological, civil and spacecraft engineering skills, along with other sciences, gave rise to the SoroSuub Corporation. It held a diverse portfolio from the beginning, and eventually employed more than half of Sullust's population. Unfortunately, SoroSuub's leaders grew greedy and corrupt. They backed the Separatists during the Clone Wars, and later fell in with the aims and ideals of the Empire. Finally, they took over the planet and virtually enslaved their own people in pursuit of profit.

A Victim Of The System

As with the majority of the population of Sullust, the young Nien Nunb found gainful employment in the pay of the SoroSuub Corporation. Placed in charge of a freighter, he quickly became one of the corporation's most trusted cargo pilots but as the Empire extended its reach, SoroSuub became a more vocal supporter of the New Order. Finally, when the corporation dissolved the Sullustan Council, Nien Nunb left his job in protest.

SoroSuub immediately tried to have him killed but Nien Nunb

PROFILE

Nien Nunb

Homeworld
Sullust

Height
1.6 metres

Weapon
Blaster pistol

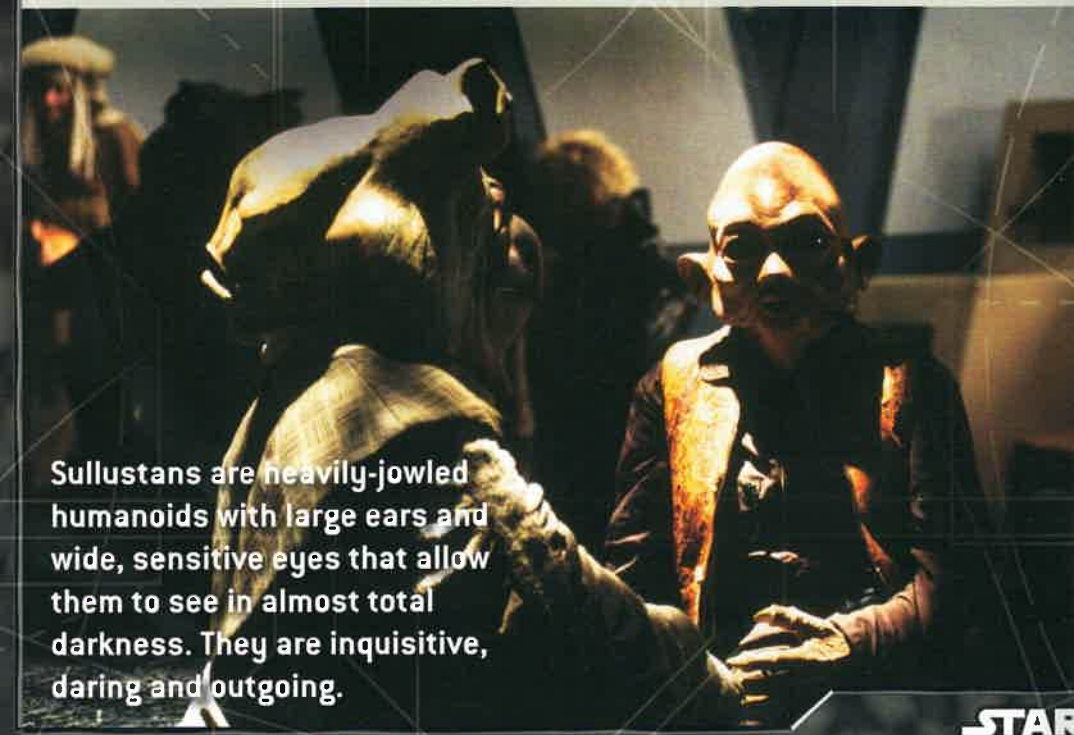
Affiliation
Rebel Alliance

paired up with his sister, Aril, and the two became very successful pirates and smugglers, exclusively targeting SoroSuub. Encouraged by his long-time friend Councillor Sian Tevv, a prominent member of the Rebel Alliance, Nien gave the 'liberated' supplies to the Rebels.

The impact of Nien Nunb's activities, the support he was garnering amongst the people, and the number of similarly minded Sullustans he was adding to his operation, led to SoroSuub calling out the big guns. An Imperial Star Destroyer destroyed the Nunbs' ship, but this was not the end.

Instead, Nien and Aril joined the Rebel Alliance, and shortly before the Battle of Endor, Sullust was liberated from the control of the SoroSuub Corporation. The Council was quickly established again, and Tevv managed to gain Sullust the honour of having the Rebel Alliance fleet mass around the planet ahead of the attack on the second Death Star.

As the fleet made ready to move off, Nien Nunb was with them. Aboard the *Millennium Falcon*, he had been chosen as co-pilot by Lando Calrissian. The two had met during Nunb's smuggling days. He and Lando fought together on a number of occasions, including the battle for the liberation of Cloud

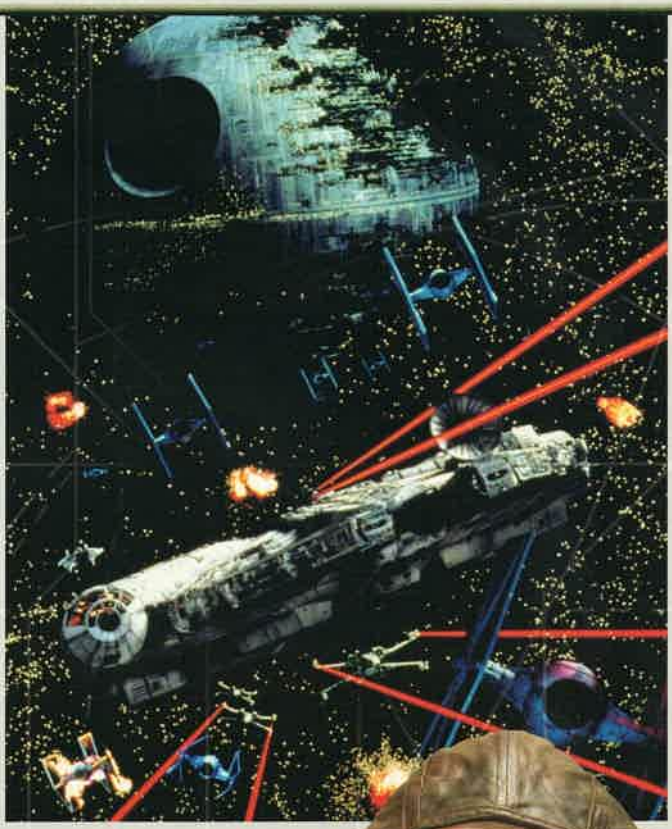


Sullustans are heavily-jowled humanoids with large ears and wide, sensitive eyes that allow them to see in almost total darkness. They are inquisitive, daring and outgoing.

City from Imperial control. Once again, Nien served with distinction, playing a key role in the battle.

A Free Sullust

Eventually, the Sullustans and the Alliance were able to reassert control of Sullust and SoroSuub, turning the nationalised corporation away from its dark past, towards a brighter future. Eventually, even as his sister joined Rogue Squadron, Nien Nunb sought a less adventurous life as administrator of the reformed Kessel mining operations – though the Yuuzhan Vong invasion forced him to turn Kessel into a veritable fortress.

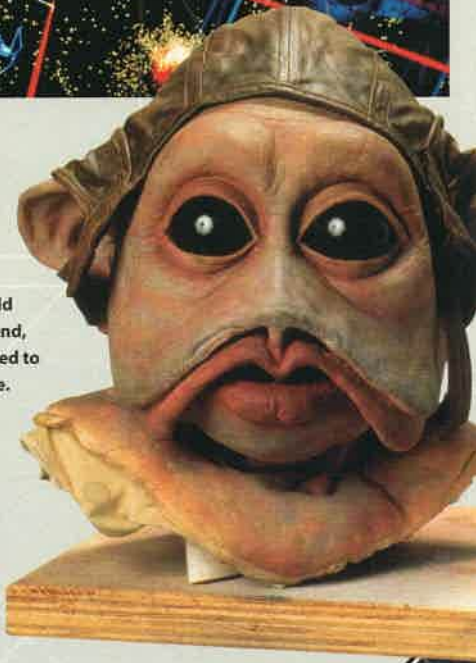


Behind the scenes

The look of the Sullustans seen in *Star Wars:* Episode VI *Return of the Jedi* was nearly very different. As with Admiral Ackbar, the design for Nien Nunb, sculpted by Dave Carson, was selected by George Lucas from a number of possibilities, with the jowly alien finally designated the co-pilot of the *Millennium Falcon*.

The Sullustan masks made by the ILM creature shop for filming – more like head harnesses than traditional masks – were not articulated for dialogue. Instead, it was intended that Nien Nunb would wear a mouth-obscuring breathing apparatus when he spoke. In the end, at the suggestion of puppeteer Michael Quinn, the mask was articulated to allow Quinn and Richard Bonehill to give a more 'human' performance. The voice of Nien Nunb was provided by Kenyan student Kipsang Rotich. He spoke in his native tongue – Haya.

The character of Ten Nunb is seen on screen on two significant occasions, and on both he is often mistaken for Lando's co-pilot. The first appearance is during the Rebel briefing, the second during the celebrations at Bright Tree village after the destruction of the second Death Star. On both occasions, Ten Nunb is wearing the red flight suit of a B-wing pilot. The white flight suit that became associated with the character came from a pre-production photograph and never appeared on film.



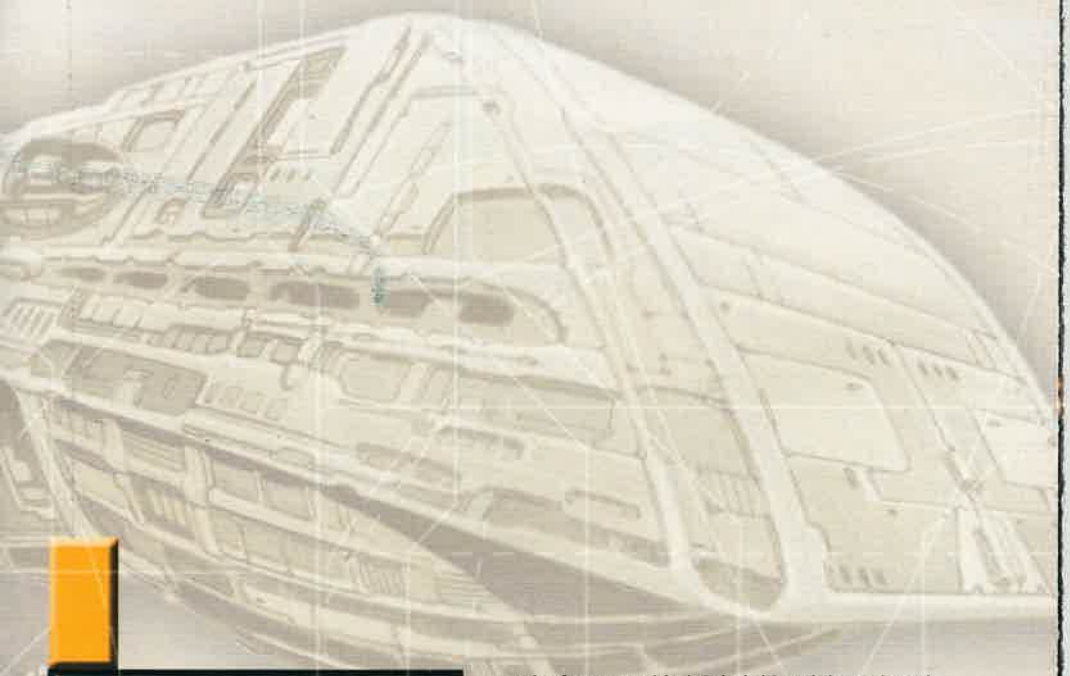
DREADNAUGHT-CLASS HEAVY CRUISER

AN OLD SOLDIER FIGHTS ON

Originally commissioned by the Old Republic, the Dreadnaught was soon replaced by the RHE *Acclamator*-class assault ships and the *Victory*-class Star Destroyer. Sidelined or sold off, many thousands of these vessels were still in service across the galaxy decades later.

The key to the long service and relative success of the Rendili StarDrive Dreadnaught Heavy Cruiser was simply that the 600-metre-long ships were comparatively cheap and easily modified. In their limited Imperial service, posted to outlying regions and low risk patrols, the ships were relatively unmodified, save for the engines. Even then, the ship was slow. Coupled with the fact that the Dreadnaught was lightly armoured and poorly armed compared to more modern craft, it was given light escort duties and refitted with a flight deck to allow it to launch fighters.

The Rebel Alliance used the Dreadnaughts in its fleet for more active duty. Much as they did with the Nebulon-B frigates, which the finished



Dreadnought PROFILE

Type:
Dreadnaught heavy cruiser

Manufacturer:
Rendili StarDrive

Size:
600 metres long

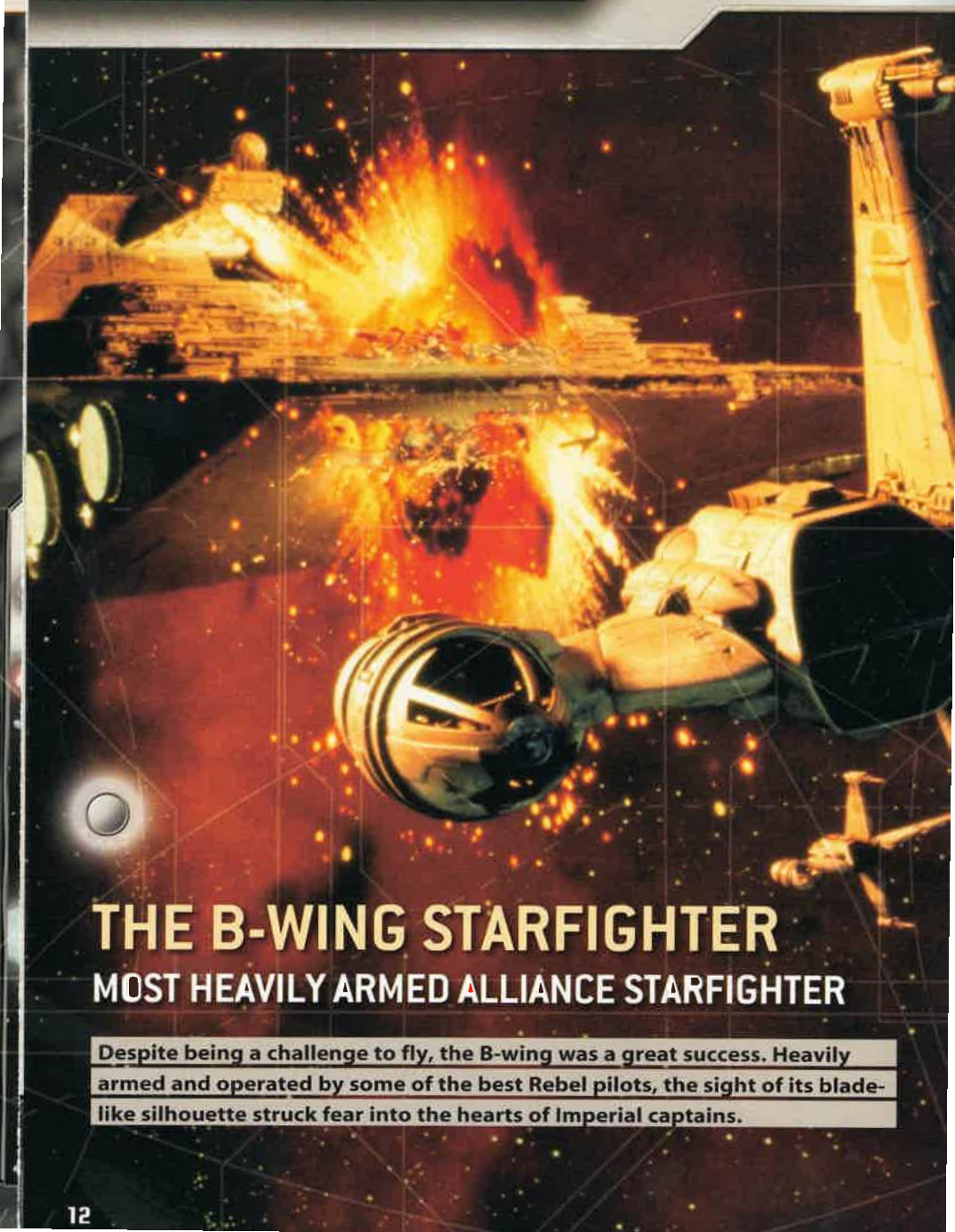
Weapons:
10 turbolaser cannons, 20 quad turbolaser cannons, 10 turbolaser batteries

Affiliation:
Empire & Rebel Alliance

result often resembled, Rebel shipwrights stripped off much of the unnecessary superstructure in an effort to increase the sublight speed, fitting additional manoeuvring jets to retrofitted dorsal fins to increase manoeuvrability. Weapons on the ships were increased while, through automation of certain systems, the minimum crew complement was reduced from 16,000 to 5000. Despite all of this, the Rebellion also fielded few of these ships.

The Katana Fleet

The New Republic was to face hundreds of Dreadnaughts after Grand Admiral Thrawn rediscovered the lost Katana fleet – a slave-rigged fleet of Dreadnaughts that had been lost when a virus infected their crews, causing them to jump blindly into hyperspace. The New Republic took over the Dreadnaughts but eventually stopped using them before the Yuuzhan Vong invasion, although they were used by many planetary defence forces and private navies for years after.



THE B-WING STARFIGHTER

MOST HEAVILY ARMED ALLIANCE STARFIGHTER

Despite being a challenge to fly, the B-wing was a great success. Heavily armed and operated by some of the best Rebel pilots, the sight of its blade-like silhouette struck fear into the hearts of Imperial captains.

B-WING FIGHTER

Type
Assault Starfighter

Length
16.9 metres

Manufacturer
Slayn & Korpil

Speed
60mglt, 950km/h in atmosphere.
Max acceleration; 2,390G
Hyperdrive rating: Class 2

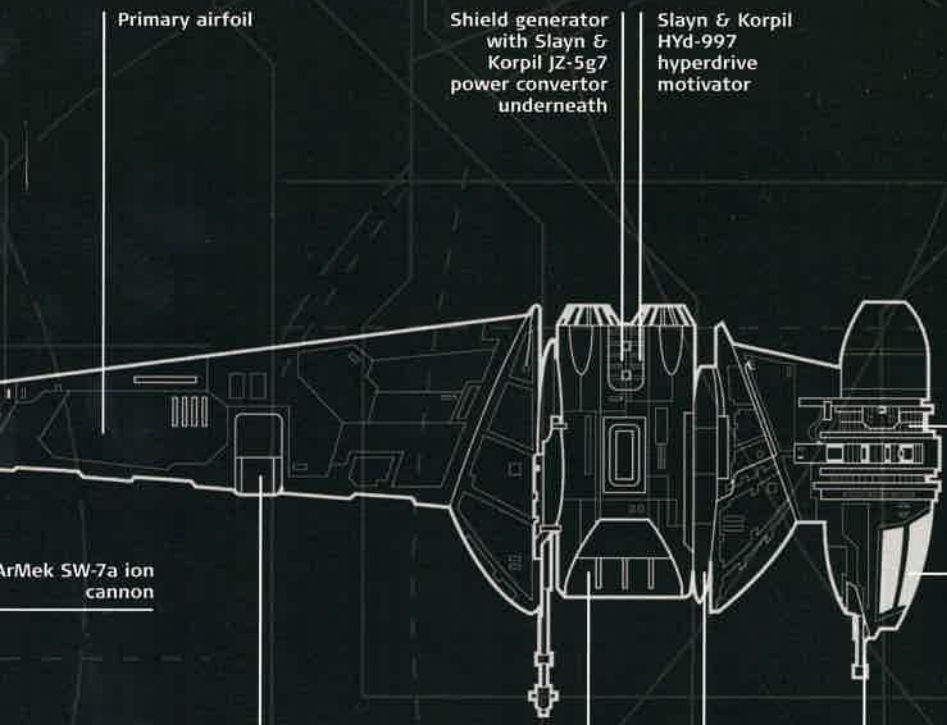
Propulsion
Slayn & Korpil JZ-5 Fusial Thrust Engine
or Quadex Kryomaster Engine

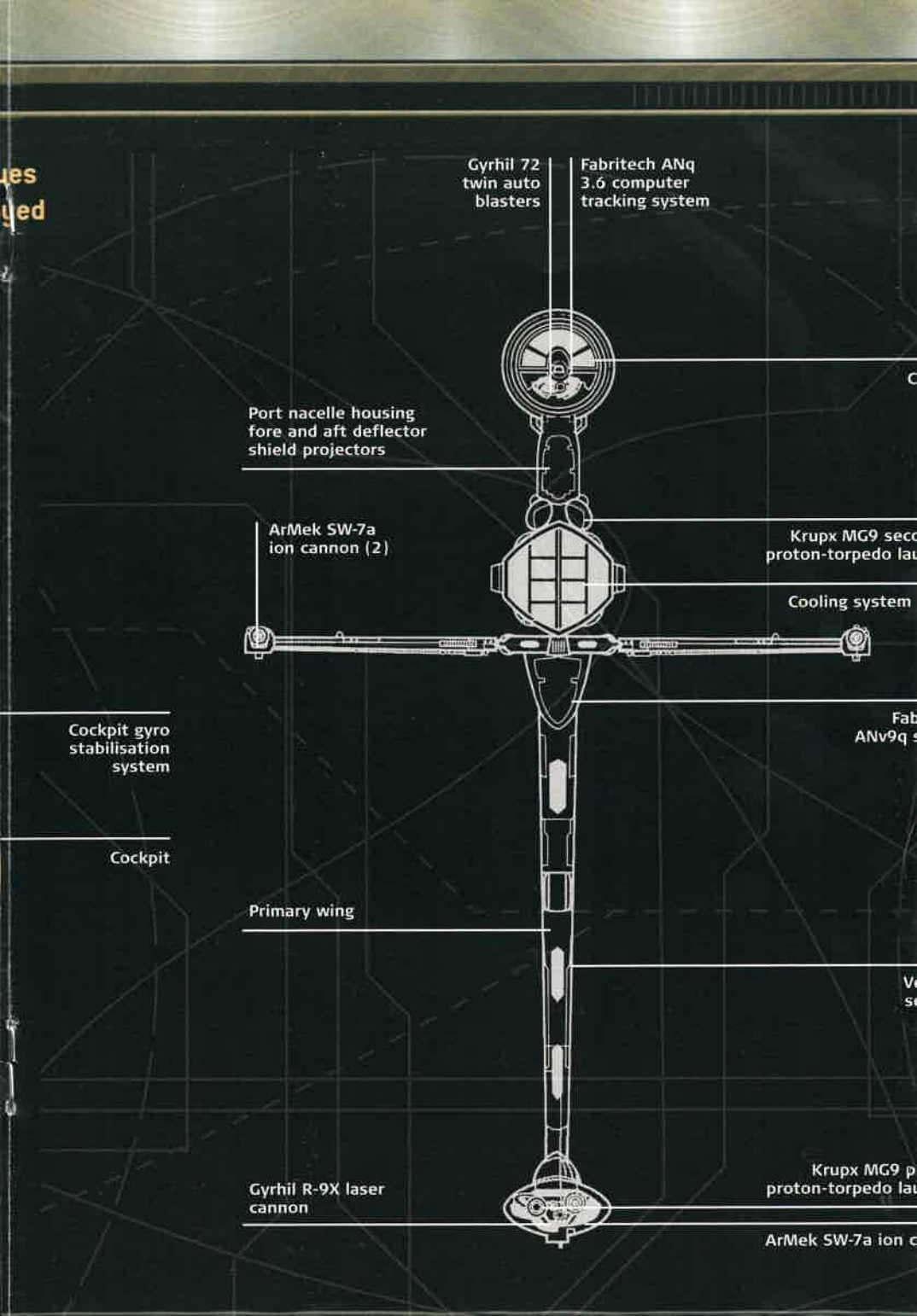
Weapons
3x ArMek SW-7a light ion cannons
1x Gyrhil R-9X heavy laser cannon
1x Gyrhil 72 twin auto-blasters
2x Krupx MG9 proton torpedo
launchers (8 torpedoes each)

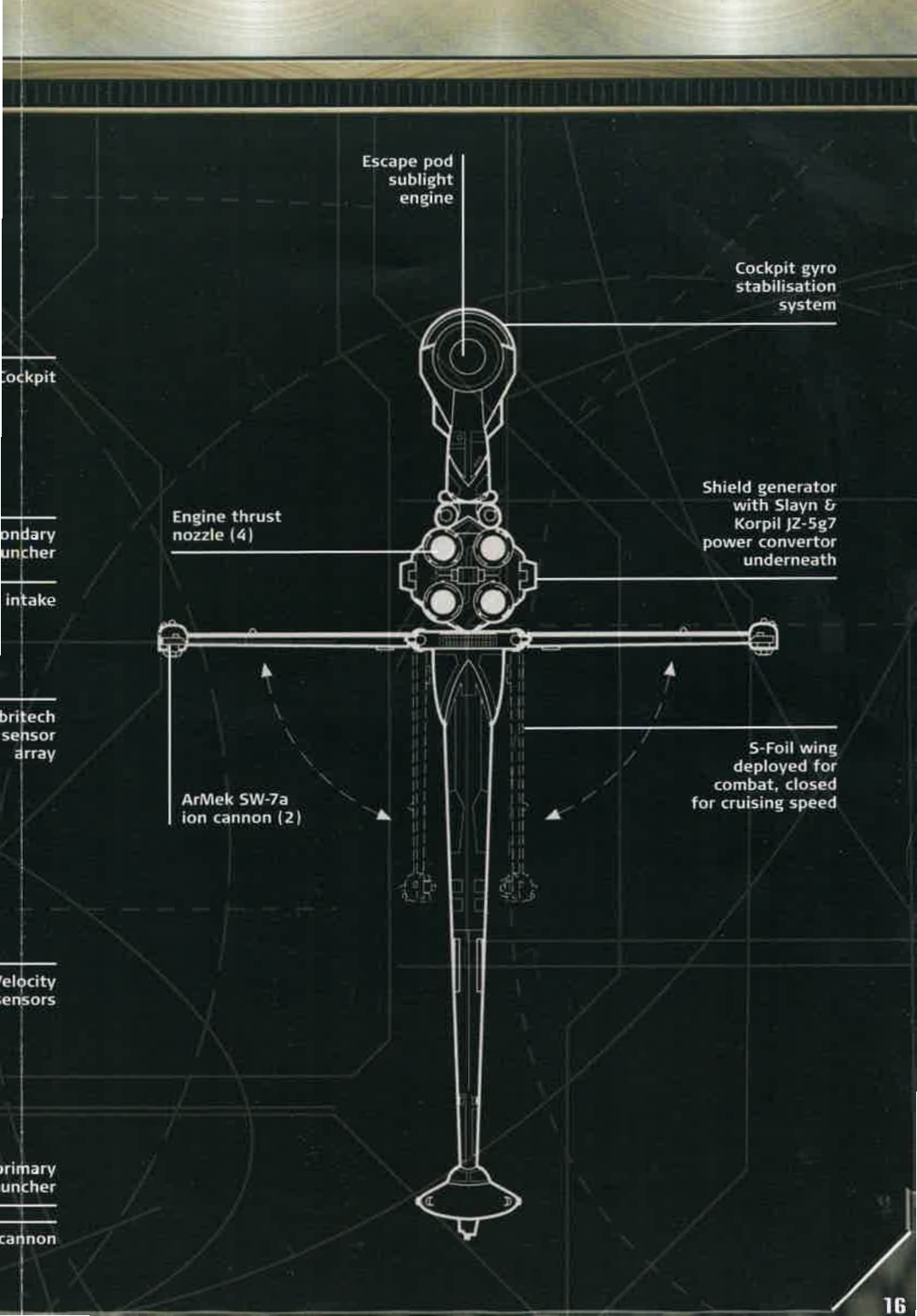
Crew
1 pilot

Affiliation
Rebel Alliance

The B-wing was designed to replace the ageing Y-wing, but technical issue and the demands it placed on its pilots meant that the B-wing was deplo in small numbers and the Alliance was forced to upgrade the Y-wings.


Primary airfoil
Shield generator with Slayn & Korpil JZ-5g7 power convertor underneath
Slayn & Korpil HYd-997 hyperdrive motivator
ArMek SW-7a ion cannon
X laser
Microaxial LpM-549 navigation sensor
Cooling system intake
Krupx MG9 secondary proton-torpedo launcher
Gyrhil 72 twin auto blasters


Gyrhil 72 twin auto blasters
Fabritech ANq 3.6 computer tracking system
Port nacelle housing fore and aft deflector shield projectors
ArMek SW-7a ion cannon (2)
Cockpit gyro stabilisation system
Cockpit
Primary wing
Gyrhil R-9X laser cannon


Escape pod sublight engine
Cockpit gyro stabilisation system
Shield generator with Slayn & Korpil JZ-5g7 power convertor underneath
Engine thrust nozzle (4)
S-Foil wing deployed for combat, closed for cruising speed
ArMek SW-7a ion cannon (2)

WICKET W. WARRICK

LOYAL AND ADVENTUROUS YOUNG EWOK

Wicket was a young Ewok scout when he first met Princess Leia Organa in the forests of Endor's moon during the Rebel campaign that would eventually lead to the destruction of the second Death Star.

Wicket Warrick, the great-grandson of the legendary Ewok warrior Erpham Warrick, has become a hero in his own time.

As a youngster, Wicket had a happy childhood in Bright Tree Village, raised by his parents Deej and Shodu. However, Wicket was always in a hurry to grow up. He resented being a Wokling, and not being able to go with the older Ewoks on hunts and expeditions. He was quite happy to come of age at the Festival of Hoods, where he gained his own hood and was no longer considered a child, though adolescence was by no means fairer to the adventurous young Ewok.

A Rebellious Youth

Wicket became a pupil of the medicine man Logray, but he lacked the patience and skill needed to become a shaman. When Wicket learned that Logray still practised the arcane and forbidden Dark Rituals, he spoke out against the medicine man. Logray, in return, had Wicket banished from all Ewok rituals.

As a result, the remainder of Wicket's adolescence proved difficult, and he became a loner, often wandering far beyond the village. It was on one of these wanderings that he found and befriended Princess Leia Organa.

The Meeting

Wicket would soon play a key part in the Alliance's campaign on Endor. Leia and her friends were taken back to the tribe and while the Ewok Elders were contemplating whether or not to assist the Alliance, Wicket gave a stirring speech that helped sway them.

Wicket was the first Ewok to see that the Imperial walkers on Endor could be damaged. He witnessed an AT-ST stumble off the deadly Yawari cliffs. He reported this to the village elders as proof that the invaders could be defeated. After the victory of the Battle of Endor, Chief Chirpa promoted Wicket to the rank of 'lead warrior', with Princess Leia overseeing the ceremony.

Heading home

For three days after the Battle of Endor, Wicket busied himself by building a new home in the burnt-out husk of the Imperial garrison bunker. His new home contained an elaborate hearth made of a gutted AT-ST head. Wicket, a bachelor at the time, began receiving many gifts and proposals from female Ewoks after the Battle of Endor. He would eventually marry his childhood sweetheart, Kneesaa.

PROFILE

Wicket W. Warrick

Homeworld
Endor

Species
Ewok

Height
0.8 metre

Vehicle
Hang glider

Weapons
Spear, sling

Affiliation
Ewok

CORUSCANT

HEART OF THE GALAXY

The planet Coruscant is entirely wrapped in an immense sprawling city marked with skyscrapers kilometres high. Urbanised over thousands of years, Coruscant has been the centre of government for as long as any galactic citizen can remember. It was the capital of the Republic, and it went on to serve as the capital of the Empire.

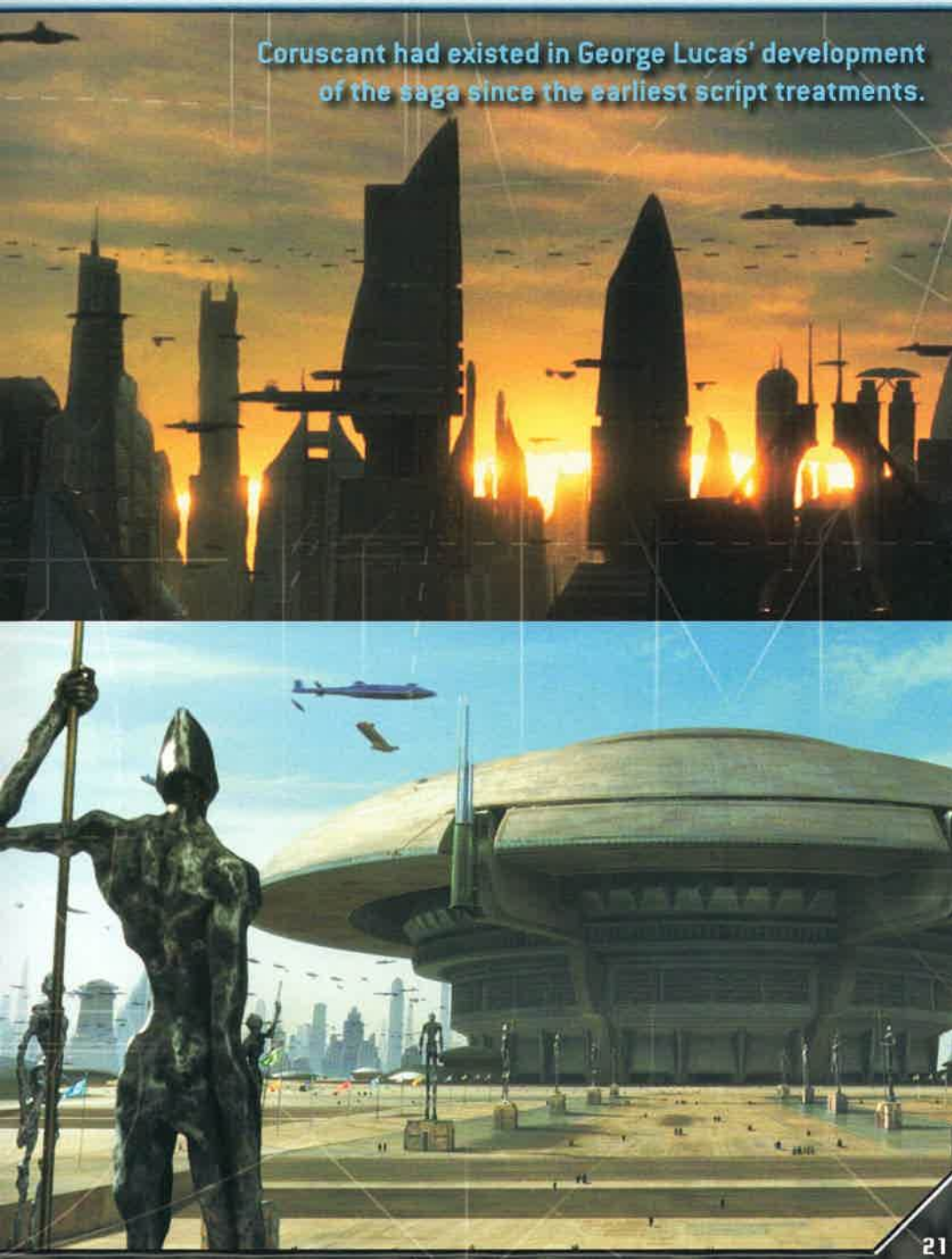
Coruscant finds its roots in the early draft scripts of *Star Wars*, when the heart of the Imperial capital world was to be explored in a number of scenes. In this original incarnation, the planet is a gaseous world called Alderaan, and the Imperial capital rests atop a floating city suspended among the cumulus clouds. Of course, this version of Alderaan was extensively retooled to become Cloud City in *The Empire Strikes Back*, while the name Alderaan was transferred to an entirely different planet – the peaceful homeland of Princess Leia.

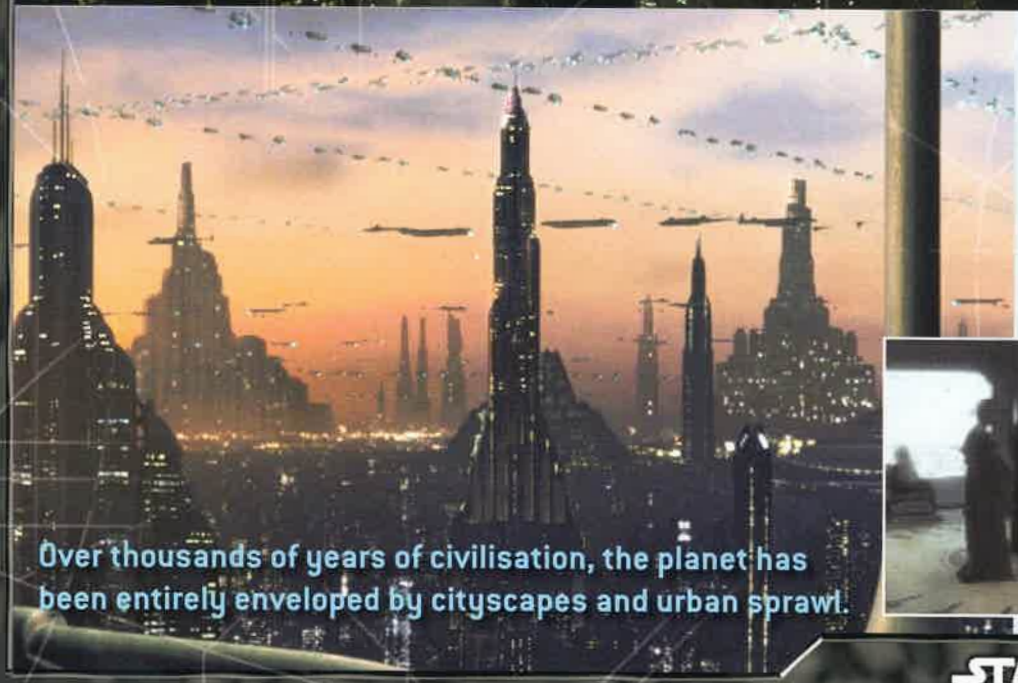
When it came time to write *Return of the Jedi*, Lucas originally envisioned that the confrontation between Luke Skywalker and his father would take place on the Imperial throne-world. This was a planet covered by skyscrapers and the Emperor's throne room was hidden away, deep beneath the surface, overlooking a lake of molten lava.

The capital world in this draft of *Jedi* was called Had Abbadon. The screenplay describes a world enveloped by the sickly brown haze of pollution. The only respite from the industrial murk of an urbanised globe comes on Had Abbadon's orbiting Green Moon, portrayed as a verdant paradise.

Concept Artwork

The planet did not survive subsequent rewrites – costs and story considerations eliminated all reference to the Imperial capital by the time *Jedi* was finished, transforming Had Abbadon to the Death Star and the Green Moon to Endor. However, early production art remains. Ralph McQuarrie and Joe Johnston did numerous sketches of what a planet covered in cities would look like. One such sketch first saw publication in 1987's *Star Wars*: The Roleplaying Game, by West End Games, where a whimsical two-page 'advertisement' showcased a dream cruise aboard the luxury liner *Kuari Princess*.


Coruscant had existed in George Lucas' development
of the saga since the earliest script treatments.



Over thousands of years of civilisation, the planet has been entirely enveloped by cityscapes and urban sprawl.

Coruscant description

Immense skyscrapers reach high into the atmosphere, and stretch down deep into the dark shadows. Crisscrossing the skyline are streams of unending repulsorlift traffic. Even in the depths of night, Coruscant is alive with glittering lights and rivers of traffic, a bustling megalopolis that refuses to sleep.

1991 was a landmark year in *Star Wars* publishing. It saw the debut of Timothy Zahn's *Heir to the Empire*, the first spin-off novel to expand the *Star Wars* story beyond *Return of the Jedi*. Set five years after the Battle of Endor, *Heir* reveals that the Rebel Alliance went on to form a New Republic to replace the Galactic Empire. This new government ruled from the former Imperial capital world.

Heir to the Empire would be the first story anywhere to take the city planet as its setting. Zahn used the descriptions from the original *Jedi* scripts as a basis for its portrayal in the novel, though he was responsible for coining the planet's new name: Coruscant, literally meaning 'glittering'.

The Special edition

In 1997, when George Lucas returned to *Star Wars* to revamp the classic trilogy as the Special Edition, one of the key changes he made was to the ending of *Return of the Jedi*. What was once an isolated celebration on the moon of Endor would grow into a galaxy-wide festival of freedom. The digital artists at Industrial Light & Magic brought to life a world of revellers tearing down Imperial statues as fireworks burst in the skies over Coruscant. With the planet set to play a major role in Episode I, the Special Edition ending was a teaser for this wonderful world.

When it finally appeared in Episode I, Lucas adopted the name used in *Heir to the Empire*, Coruscant. What had begun as a handful of sketches once set aside, then purely used as a setting for numerous novels, finally appeared as an unforgettable motion picture location. Or as the original tourism ad boasted, 'a once-in-a-lifetime spectacle.'

DENNIS MUREN

A TRUE PIONEER

On 3 June, 1999, Dennis Muren knelt for photographs outside the Guinness World Record Museum on Hollywood Boulevard. In his hands he held his star for the Walk of Fame. He was the first visual effects artist ever to receive this honour – and it was well deserved.

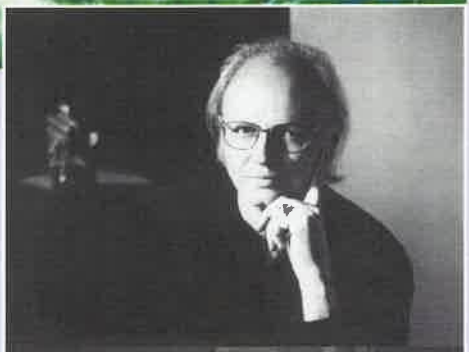
The winner of six Oscars and a slew of other awards, Dennis Muren started young. Filming plastic model dinosaurs with a borrowed movie camera, Muren had no idea of what the future would hold and no real belief that there was any future in playing around with dinosaurs. In 1976, answering an advert in a local paper, Muren, as he has said in the past, just walked into *Star Wars* expecting it to be a two-year job before moving on to something else. Fast-forward to 1994, and Muren would earn the Oscar for Best Visual Effects for the 1993 movie *Jurassic Park*. Playing with plastic dinosaurs had brought him a long way…

Birth Of A New World

Star Wars: Episode IV *A New Hope* was, of course, Muren's and also the fledgling ILM's first work. However, Muren remembers another film in the series as being a little more challenging:

'*The Empire Strikes Back* was the hardest film that I ever worked on, and one of the most rewarding. I was just real excited about it, I thought the work came out really good and I liked the film a lot. If you look at *Empire* compared to the original *Star Wars* it's like far more complicated. It was just much more of a challenge than the first *Star Wars* was, so that was really amazing.'

Back in 1977, the only computer-generated images to be used in *Star Wars* were the relatively simple Death Star plans that are shown at the pilot briefing on Yavin IV. However, CGI was the future for ILM and for visual effects in general, and Dennis Muren, along with Steve Williams and Mark Dippe, helped usher in the CGI age with the 1991



Behind the scenes

Dennis Muren doubled for actor Ronald Lacey in a scene in *Raiders of the Lost Ark*. When Indiana Jones boards a plane early in the film, it's Muren as the evil Major Toht who looks over the copy of *Life* magazine.

movie *Terminator 2: Judgement Day*. Building on work done for another James Cameron movie, *The Abyss* (1989), the film netted Muren another Oscar. From there, the next step up was *Jurassic Park* just two years later.

It took a CGI test shot of a Tyrannosaurus running through the Marin County countryside to convince Steven Spielberg to use CGI in *Jurassic Park*. It was that film in turn that convinced George Lucas that the time was right to first revisit the original trilogy of *Star Wars* films, fixing those scenes he was never content with, and then to begin the prequel trilogy.

Pioneering Spirit

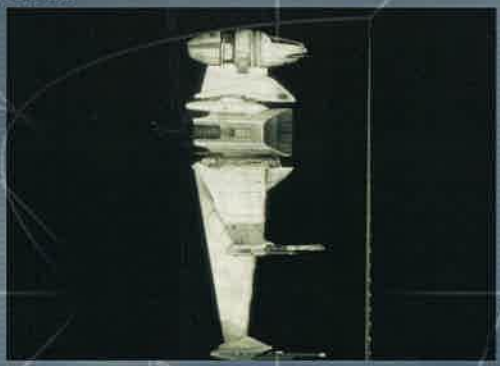
Dennis Muren continues to be a pioneer in the industry, most recently working on another Spielberg film *War of the Worlds* (2005) which, of course, gained him another Oscar nomination. Muren also consults with Pixar, another company pushing CGI to new creative heights.

THE B-WING

A STEP-BY-STEP CREATION

MAKING THE B-WING FIGHTER MODEL

1 The cockpit of the B-wing was inspired by early designs for the *Millennium Falcon* (above).



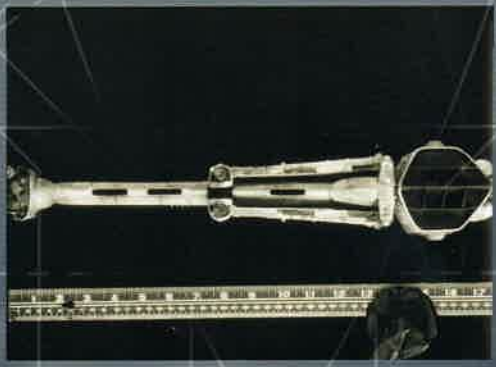
2 At one point, the *Falcon* itself was to have flown vertically, much as the B-wing does in many shots.

5 The model, here lit inside for filming, had no 'glass' in the canopy, in order to avoid reflections.

6 A front view, showing the fine detail of the cockpit of the finished miniature.

The peculiar shape of the B-wing fighter worked against it in earning screen time. The extremely thin front and back views of the fighter made it all but disappear in shots against the blue screen of space, so many of the planned B-wing sequences were cut from the film.

3 A top-down view of the B-wing miniature shows the area of the S-foils, rarely seen from this angle.



4 The miniature (shown here with its S-foils lowered) measured 58cm by10cm by a slim 25cm.

7 The B-wing's movable S-foils swing down into position to give it a blade-like shape.

8 A rear view of the B-wing in flight with extended foils, showing the four glowing engine exhausts.

1 How are Wicket and Artoo-Detoo closely linked?

2 Who played Wicket Wystri Warrick?

3 Is Wicket in Episode I: *The Phantom Menace*?

ANSWERS:

1. Kenny Baker, the actor who plays R2-D2, was also to have played an Ewok called 'Wicket'. When Baker fell ill on the first day of filming, the film makers decided to substitute the Ewok who was then called 'Warrick', played by an 11-year-old Warwick Davis.

2. The 'Wicket' who appears in the finished movie gained the full name of Wicket W. Warrick, while Baker's Ewok was renamed Paploo and would later steal the speederbike.

3. Though Wicket doesn't appear in Episode I, the now-veteran Lucasfilm actor Warwick Davis does, featuring in three different roles in the movie

E

E-3PO

Droid
Episode V

E-3PO was a protocol droid used by the Imperial contingent that travelled with Darth Vader to Bespin's Cloud City. The E-3PO line had been modified with unique technology to allow it to interface with Imperial computer systems. Unknown to the Empire, IG-88 had taken control of the manufacturing world of Mechis III and had turned the entire line of protocol droids into his own spies. Fully aware of his uniqueness, and so arrogant and rude, E-3PO was assigned to translate during dealings with the Ugnaughts operating Cloud City's carbon freezing equipment. When IG-88 arrived in pursuit of Han Solo, E-3PO passed information on Boba Fett to the assassin droid. Ultimately, IG-88 was destroyed and the technology that made E-3PO unique was later removed by an engineer who had become tired of the droid's superior attitude.

Electrostaff

Weapon
Episode III

The electrostaff was a melée weapon developed to combat lightsaber technology. Made of an alloy called phrik that is almost impervious to lightsaber attacks, the staffs also had electro-magnetic pulse generators at each tip. General Grievous armed his MagnaGuards with these weapons, boasting that he would not arm his guards with a weapon that could harm him.

Eopie

Creature
Episodes I, II & III

Native to Tatooine, this four-legged beast of burden was known for its endurance and ability to carry seemingly impossibly heavy loads. The eopies' diet of fibrous, tough desert weeds tended to make them rather flatulent.

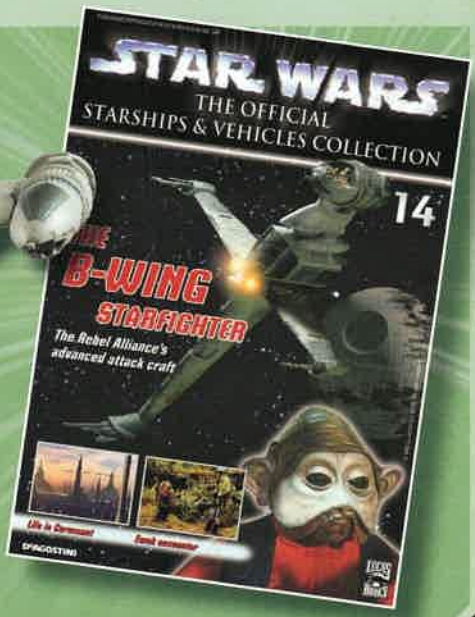
Errant Venture

Starship
Expanded Universe

Originally called *Virulence* when launched in service of the Empire, this *Imperial II*-class Star Destroyer retreated from the Battle of Endor when the *Executor* crashed into the Death Star. It was captured intact in a gutsy gambit by privateer Booster Terrik. He was allowed to keep the starship, stripped of most of its weapons. Terrik ordered the ship painted bright red, named it the *Errant Venture*, and turned it into a travelling black market 'shadow port'. The *Venture* saw military service on a few more occasions, and was the craft that rescued the members of the Jedi Academy on Yavin IV when the Yuuzhan Vong attacked and took the moon.

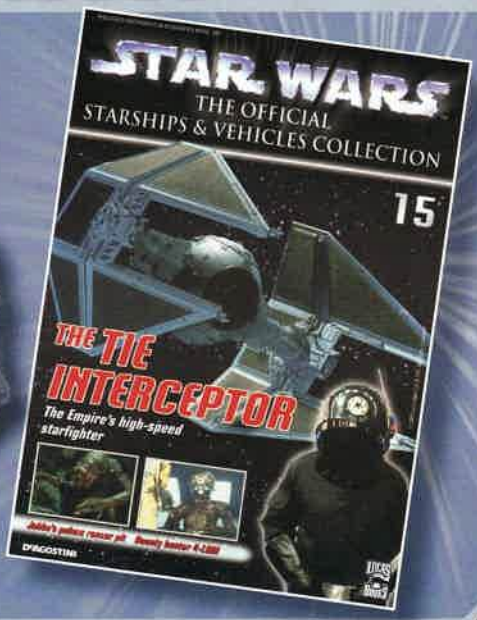
IN THIS ISSUE

WITH ISSUE 14:
REBEL FLEET'S
B-WING
STARFIGHTER



IN YOUR NEXT ISSUE

WITH ISSUE 15:
THE IMPERIAL TIE
INTERCEPTOR



14
9 771756 967060